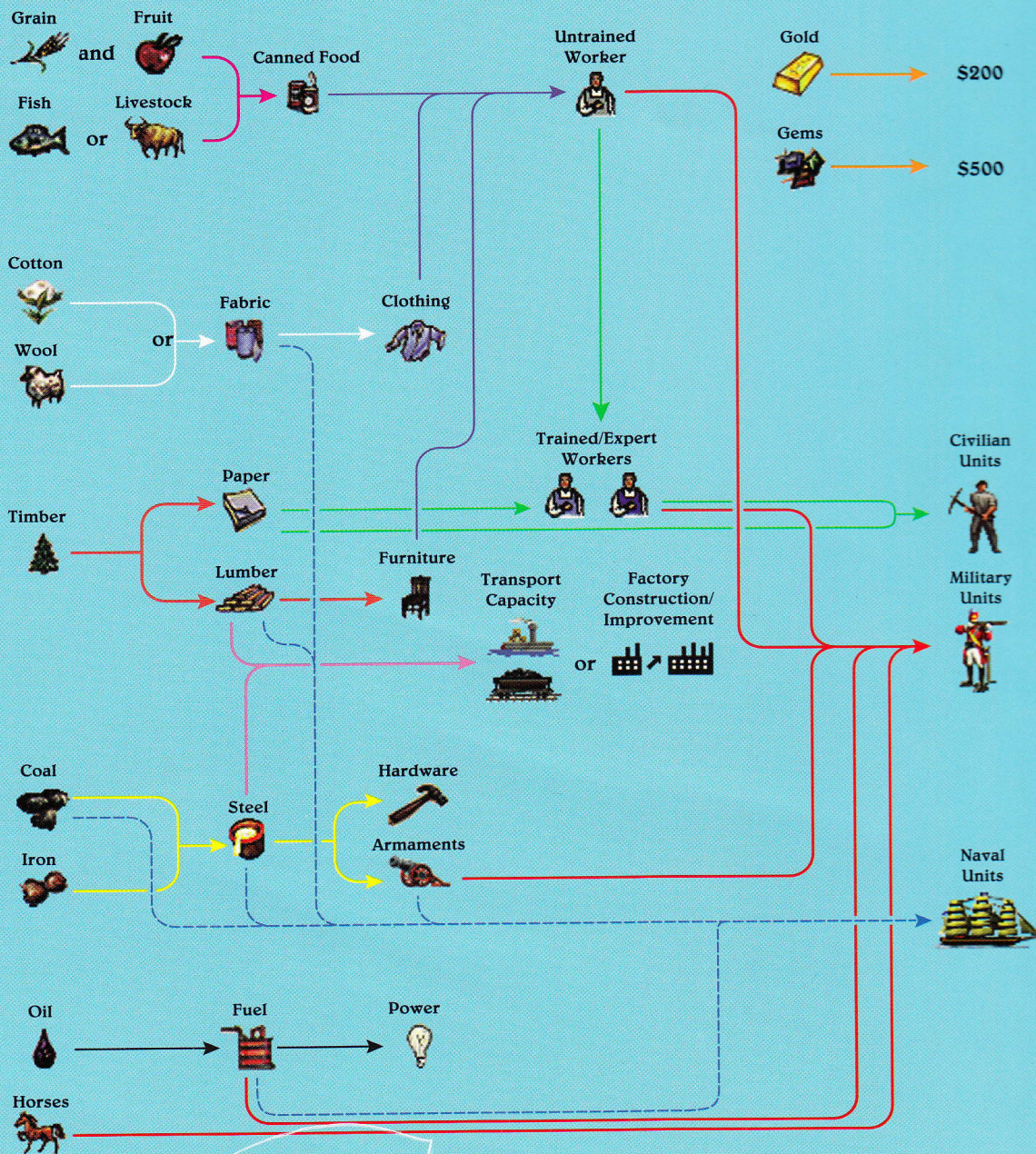


Industrial Development



Firepower	5
Melee	5
Range	5
Defense	4(5)
Movement	4



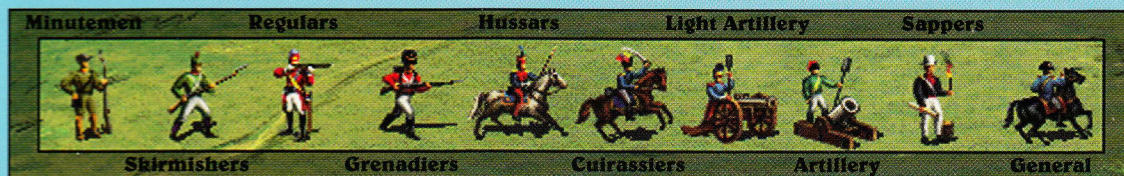
Firepower	7
Melee	7
Range	8
Defense	4(5)
Movement	4



Firepower	10
Melee	10
Range	10
Defense	10(12)
Movement	5

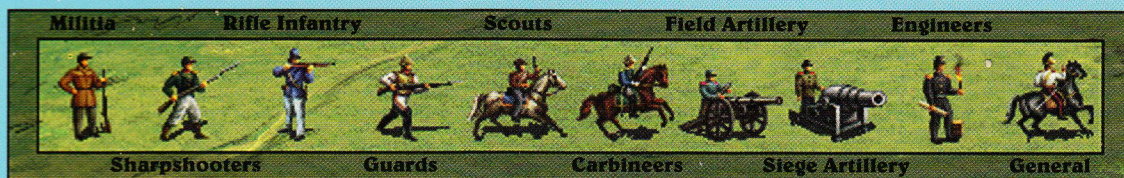
Military Units

Era I



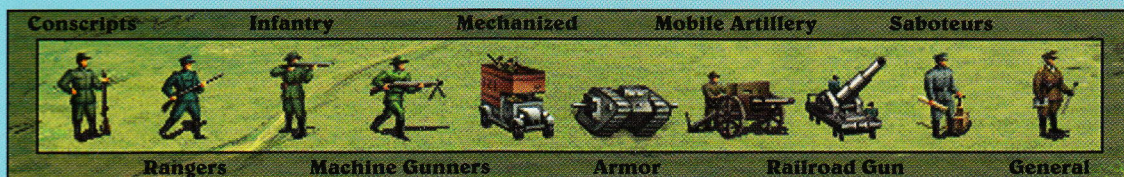
Firepower	5	5	10	12	7	15	10	16	-	-
Melee	5	5	10	12	10	19	3	4	-	-
Range	5	5	5	5	3	3	9(10)	11(12)	5	1
Defense	4(5)	7(8)	5(6)	5(6)	7	5	3(4)	2(3)	3(4)	5
Movement	4	6	4	4	11	9	5	3	4	7

Era II



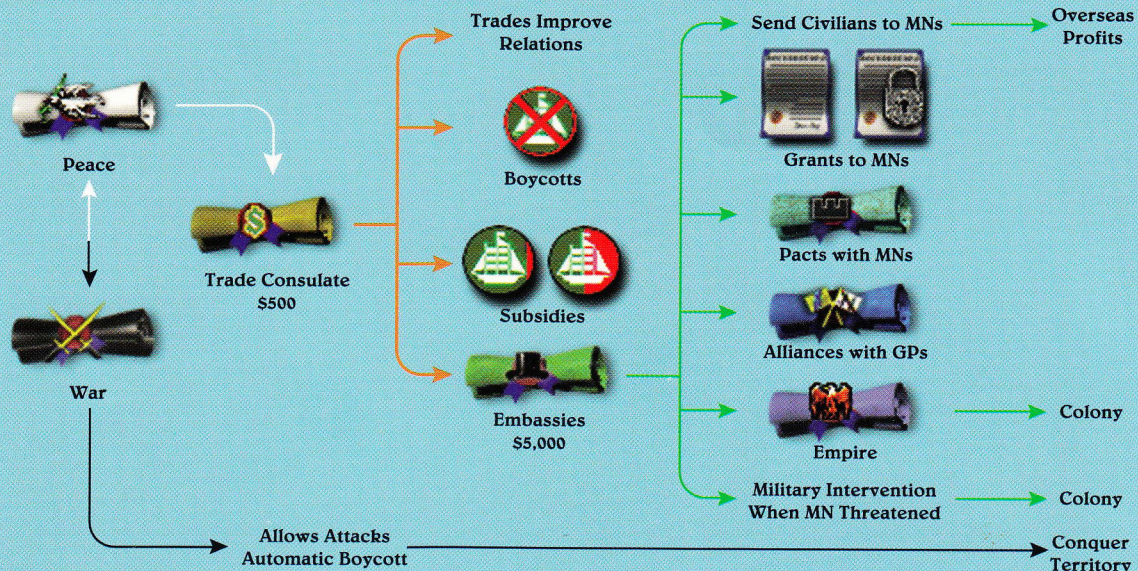
Firepower	7	10	15	17	10	20	17	30	-	-
Melee	7	10	15	17	13	26	5	8	-	-
Range	8	8	8	8	5	5	12(13)	14(15)	8	1
Defense	4(5)	7(8)	7(8)	7(8)	7	5	3(4)	3(4)	4(5)	7
Movement	4	6	4	4	11	9	6	3	4	9

Era III

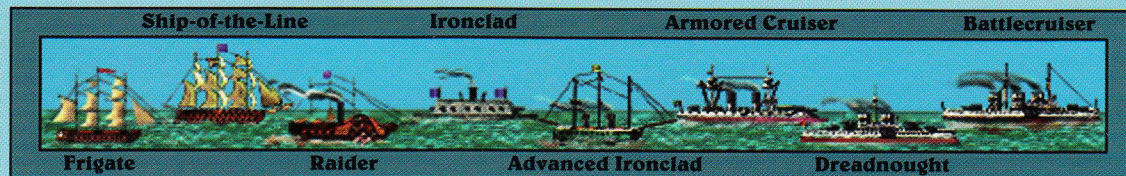


Firepower	10	15	22	25	22	45	25	50	-	-
Melee	10	15	22	25	28	60	8	12	-	-
Range	10	10	10	10	10	12	15(16)	17(18)	10	1
Defense	10(12)	20(25)	20(25)	20(25)	10(12)	20(25)	20(25)	20(25)	10(12)	20
Movement	5	7	5	4	11	9	8	3	5	11

Diplomatic Options









































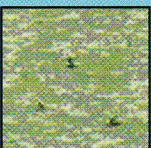







Naval Units



Firepower	3	6	3	5	10	6	20	18
Range	5	6	7	8	10	9	13	13
Armor	10	20	20	55	60	50	70	55
Hull	35	65	30	50	70	40	115	90
Speed	4	3	7	5	6	8	7	9
Sea Zone	3	2	5	3	4	6	5	6

IMPERIALISM™

This terrain		developed by	may produce	development levels			
				Undeveloped	Level I	Level II	Level III
	Barren Hills*	 Miner	 coal	—	 2 units	 4 units	 6 units
			 iron	—	 2 units	 4 units	 6 units
	Mountain*	 Miner	 coal	—	 2 units	 4 units	 6 units
			 iron	—	 2 units	 4 units	 6 units
			 gold	—	 1 unit	 2 units	 3 units
			 gems	—	 1 unit	 2 units	 3 units
	Swamp*	 Driller	 oil	—	 2 units	 4 units	 6 units
	Desert*	 Driller	 oil	—	 2 units	 4 units	 6 units
	Tundra*	 Driller	 oil	—	 2 units	 4 units	 6 units

* These tiles must first be prospected. They may or may not contain exploitable resources.

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Level III



6 units



6 units



6 units



6 units



3 units



3 units



6 units



6 units



6 units

This terrain

developed by

produces

development levels

Undeveloped Level I Level II Level III



Open
Range



Rancher



livestock

1 unit



2 units



3 units



4 units



Fertile
Hills



Rancher



wool

1 unit



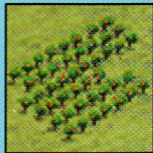
2 units



3 units



4 units



Orchard



Farmer



fruit

1 unit



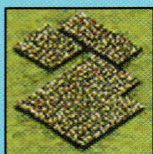
2 units



3 units



4 units



Plantation



Farmer



cotton

1 unit



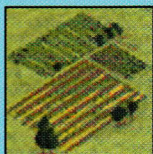
2 units



3 units



4 units



Farm



Farmer



grain

1 unit



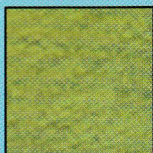
2 units



3 units



4 units



Dry
Plains



grain

Always produces
1 unit.

els

This terrain

developed by

produces

development levels

Undeveloped Level I Level II Level III



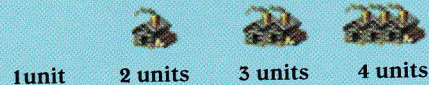
Hardwood Forest



Forester



timber



1 unit 2 units 3 units 4 units

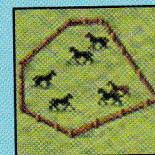


Scrub Forest



timber

Always produces 1 unit.



Horse Ranch



horses

Always produces 1 unit.

Other Civilian Units



Prospector

searches in Barren Hills and Mountains for:



coal iron gold gems

searches in Desert, Swamp and Tundra for:

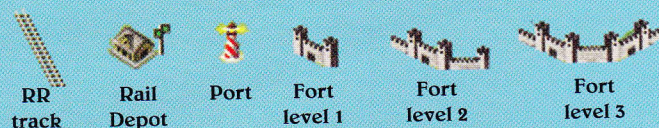


oil



Engineer

builds:



RR track Rail Depot Port Fort level 1 Fort level 2 Fort level 3



Developer

purchases land in Minor Nations (MNs) so other civilians can work there



developer flag

Level III



4 units



4 units



4 units



4 units



4 units

es